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PlayStation_®



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Precautions

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Health Warning

For your health, rest about 1.5 minutes for each hour of playin, when the down withdray from but of steels, Always size, in a brighting frigation on, one open supported explosits posterior on some posting sequence explosits sections are hours and the section of the section of

PIRACY

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HERKULES INSTRUCTION MANUAL

TARTING THE GAME			
ASIC CONTROLS			
IAIN MENU			
CARTOON			
COLOURING			
PUZZLE ACTIVITY			

STARTING THE GAME

- Set up your PlayStation® game console according to the instructions in its Instruction Manual, Make sure the power is OFF before inserting or removing a disc.
- 2. Insert the Herkules disc and close the Disc Cover.
- 3. Insert a Controller into Controller port 1 and turn on the console.

"It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on.

BASIC CONTROLS

Action	Command
Move cursor	11++
Exit Current Screen	0
Confirm/Select	0
Pause/Select	
Select colour on palette	100
Select colour on palette	1333 ·
Select colour on palette	ALL
Coloct colour on palette	92

MAIN MENU

The Main Menu screen allows you to choose one of the following options, each of which is

- explained below:

 1. Camera Icon = Cartoon Video
- 2. Palette Icon = Colouring Book
- 3. Jigsaw Icon = Puzzle Activity
- 4. Toolbox Icon = Options

Note: If you do not touch any of the buttons on your Controller within 60 seconds of entering the Main Menu screen, the Video will play automatically.

1. CARTOON

After selecting the Camera Icon at the Main Menu, you will be taken to this screen. This option starts the cartoon video playing. At the end of the video you will be returned to the Main Menu. By pressing the \$\mathbb{E}\$ button at any time whilst viewing the CARTOON screen, you access the

Pause menu. Here, you are given the option to QUIT back to the main menu, RESUME play, or access the OPTIONS (which are explained later in this manual). Simply use the directional buttons to select one of these options and press the SP button to confirm.

2. COLOURING

After selecting the Palette symbol at the Main Menu, you will be taken to the Choose Picture menu. This meru offers a choice of six pictures to colour in. These can be selected using the directional buttons to highlight the picture you want, and then pressing the direction button or the button to confirm your selection. If you press the direction on the Controller you will be returned to the previous menu.

Once you have confirmed the picture that you want to colour, you reach the colouring screen itself, with the outline picture taking up most of the screen and the colour palette at the bottom of the screen (which contains the 11 colours).

You control a painthrush pointer using the directional buttons, which can be moved around the outline picture. If you press the \$\infty\$ button, the section of the picture that the paintbrush is over is filled in with the colour currently selected from the palette.

You can select one of the 11 palette colours by using the \$33 button or the \$33 button to move a selection to the left, and the \$230 button or the \$330 button or the

To help you remember how to select colours quickly, a key highlighting the fast colour select functions is displayed at the bottom of the screen.

By pressing the the button at the COLOURNIG screen, you access the Pause menu. Here, you are given the option to QUIT back to the main menu, RESUME play, or access the OPTONS (which are explained later in this manual). Simply use the directional buttons to select one of these options and press the 6b button to confirm.

3. PUZZLE ACTIVITY

After selecting the Jigsaw symbol at the Main Menu, you will be taken to the Puzzla Select, menu, which contains six pictures to choose from. These are selected by using the directional buttons to highlight the picture you want and then pressing the \$\frac{1}{2}\$ button or the \$\frac{1}{2}\$ button to confirm your selection. If you press the \$\frac{1}{2}\$ button on the Controller you will be returned to the newfour menu.

After you have selected the picture of your choice, you will be taken to a menu where you can select the number of titles for your puzzle. This screen offers you a choice of options displayed as 3k3, 4k4, 5k5 and 6k6 loors. You can select one of these options by using the directional buttons to highlight your chosen icon and then pressing the \$\mathbf{O}\$ button or the \$\mathbf{E}\$ button. It you press the \$\mathbf{O}\$ button on the Controller you will be returned to the previous menu.

The next screen is the puzzle screen itself, with the puzzle taking up most of the screen, along with a small image of the completed picture. When this screen first appears, the puzzle is "scrambled", a timer will start counting up in seconds.

You then control a pointer using the directional buttons, which can be moved around the puzzle tiles. By pressing the **©** button, the tile under the pointer will move to the adjacent empty square (fit there is one).

When you have solved the puzzle, the timer will stop and the message "WELL DONE PLAY AGAIN YA!" will be displayed. After selecting your decision with the directional buttons and pressing the **©** button, the puzzle will either return to the Puzzle Select menu, or take you back to the Main Menu.

By pressing the \$\mathbb{E}\$ button at the PLZZLE ACTIVITY screen, you access the Pause menu. Here, you are given the option to QuIT back to the main menu, RESUME play, or access the OPTIONS (which are explained later in this manual). Simply use the directional buttons to select one of these options and press the \$\mathbb{D}\$ button to confirm.

4. OPTIONS

After selecting the Toolbox icon on the Main Menu, you will be taken to the Options menu. This menu features three icons: a Speaker with a reel of film (to after the volume of the Cartoon feature), a Speaker (to after the in-game sound) and a Mouse (to after the speed of your on-screen cursor).

Highlight any of these options by pressing the directional buttons. A sliding scale next to each of these loons represents how far you can after the loon's properties to make each option loud-erquieter or instear/slower. Once you have selected an loon, you can after these attributes, by pressing the ← directional button to decrease the sliding bar, whilst the → directional button increases It.

Once you have altered the Options menu to suit your preferences, press the $\textcircled{\textbf{@}}$ button to return to the Main Menu.

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